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72. (New) The method of claim 71, wherein the object displayable in the client is a first object, the method further comprising:  
depicting the first object as appearing inside a second object displayable in the client.

73. (New) The method of claim 71, wherein the client determines from the configuration store and displays for a user a list of available manipulations on the object.

74. (New) The method of claim 71, wherein the server is started up in response to receiving the message.

75. (New) The method of claim 71, wherein the server shuts down after completion of manipulations requested in the message.

76. (New) The method of claim 71 wherein a user can select a new object from amongst a plurality of embedded or linked objects displayed in a graphical user interface.

77. (New) The method of claim 71 wherein a user can select a manipulation or procedure to be performed on a selected object from amongst a plurality of manipulations or procedures displayed in a graphical user interface.

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78. (New) A method in a client and a server computer system, the computer system having a configuration store for storing identifiers of available embedded or linked objects and identifier of servers associated with the embedded or linked objects, the method comprising:

requesting by a user from the client, creation of an embedded or linked object;

determining from the configuration store and presenting to the user by the client a list of the available linked or embedded objects;

selecting by the user from the available list presented by the client an object to be linked or embedded within a container object; and

determining a server associated with the linked or embedded object to implement the selected linked or embedded object and sending a message from the client to the server to create the selected linked or embedded object;

whereby the created linked or embedded object is created by the server and the user can edit or otherwise manipulate the linked or embedded object.

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79. (New) The method of claim 78 wherein the user is able to edit or manipulate a linked or embedded object by selecting an action available on a client menu.

80. (New) A method in a client and a server computer system, the method comprising:

requesting by the client through an application programming interface a manipulation to be performed on the embedded or linked object;

determining from a configuration store a server to perform the requested manipulation on the embedded or linked object;

determining from the configuration store that the server has available a dynamically linkable handler assigned to perform the requested manipulation; and

performing by the dynamically linkable handler the requested manipulation.

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